

AGH Beamer Theme

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²Second affiliation

⇐ The current value of
⇐ the left margin size
⇐ is 43.80011pt

The current value of ⇒
the right margin size ⇒
is 43.80011pt⇒

You can change them with the 'margins' parameter —
`\usetheme[margins=...]{AGH}`

Part I

Examples



1 Basic elements



1 Basic elements

2 Mathematics



- 1 Basic elements
- 2 Mathematics
- 3 Computer Science

Itemize



- Item 1
- Item 2
- Item 3

Itemize



- Item 1
- Item 2
- Item 3

Uncovering one by one

- Item 1

Itemize



- Item 1
- Item 2
- Item 3

Uncovering one by one

- Item 1
- Item 2

Itemize



- Item 1
- Item 2
- Item 3

Uncovering one by one

- Item 1
- Item 2
- Item 3

Enumerate



- ① Item 1
- ② Item 2
- ③ Item 3

Enumerate



- ① Item 1
- ② Item 2
- ③ Item 3

Uncovering elements in turn with
simultaneous highlighting

① Item 1

Enumerate



- ① Item 1
- ② Item 2
- ③ Item 3

Uncovering elements in turn with simultaneous highlighting

- ① Item 1
- ② Item 2

Enumerate



- ① Item 1
- ② Item 2
- ③ Item 3

Uncovering elements in turn with simultaneous highlighting

- ① Item 1
- ② Item 2
- ③ Item 3

Basic blocks



Definition

A **set** consists of elements.

Example

The set $\{1, 2, 3, 5\}$ has four elements.

Wrong Theorem

$1 = 2$.

Math environments



Theorems

Theorem (Pythagorean)

$$a^2 + b^2 = c^2$$

...

Definition

...

Proofs

Proof.

The latest version of the template is available at <https://github.com/polaksta/beamer-AGH/archive/refs/heads/master.zip> ... □

Dynamic mathematical formula



$$\binom{n}{k} =$$

Dynamic mathematical formula



$$\binom{n}{k} = \frac{n!}{k!(n-k)!}$$

Using the 'listings' environment



```
1 /* The first program in C++ */
```

Using the 'listings' environment



```
1  /* The first program in C++ */  
   #include <iostream>
```

Using the 'listings' environment



```
1  /* The first program in C++ */  
   #include <iostream>  
3  using namespace std;
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Using the 'listings' environment



```
1  /* The first program in C++ */  
   #include <iostream>  
3  using namespace std;  
   void main()  
5  {  
  
7  }
```

Using the 'listings' environment



```
1  /* The first program in C++ */
   #include <iostream>
3  using namespace std;
   void main()
5  {
     cout
7  }
```

Using the 'listings' environment



```
1  /* The first  program in C++ */  
   #include <iostream>  
3  using namespace std;  
   void main()  
5  {  
    cout  << " Hello World!"  
7  }
```


Using the 'listings' environment



```
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   #include <iostream>  
3  using namespace std;  
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    cout << " Hello World!" << endl;  
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Using the 'minted' environment



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Using the 'minted' environment



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Using the 'minted' environment



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Using the 'minted' environment



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Using the 'minted' environment



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Using the 'minted' environment



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Using the 'minted' environment



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1  /* The first program in C++ */
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7  }
```


Part II

Appendix



The current version of the template is available at <https://github.com/polaksta/beamer-AGH/archive/refs/heads/master.zip>



Wikibooks

L^AT_EX/Source Code Listings

https://en.wikibooks.org/wiki/LaTeX/Source_Code_Listings



Till Tantau, Joseph Wright, Vedran Miletic

The beamer class

<http://mirror.ctan.org/macros/latex/contrib/beamer/doc/beameruserguide.pdf>



Leslie Lamport

L^AT_EX: a document preparation system : user's guide and reference manual

Addison-Wesley Pub. Co., 1994

Bibliography II



Author

Title of the article

Editor, year

Notes



Author

Title of the article

Editor, year

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Author

Title of the article

Editor, year

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Bibliography III



[Polak98] Author
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